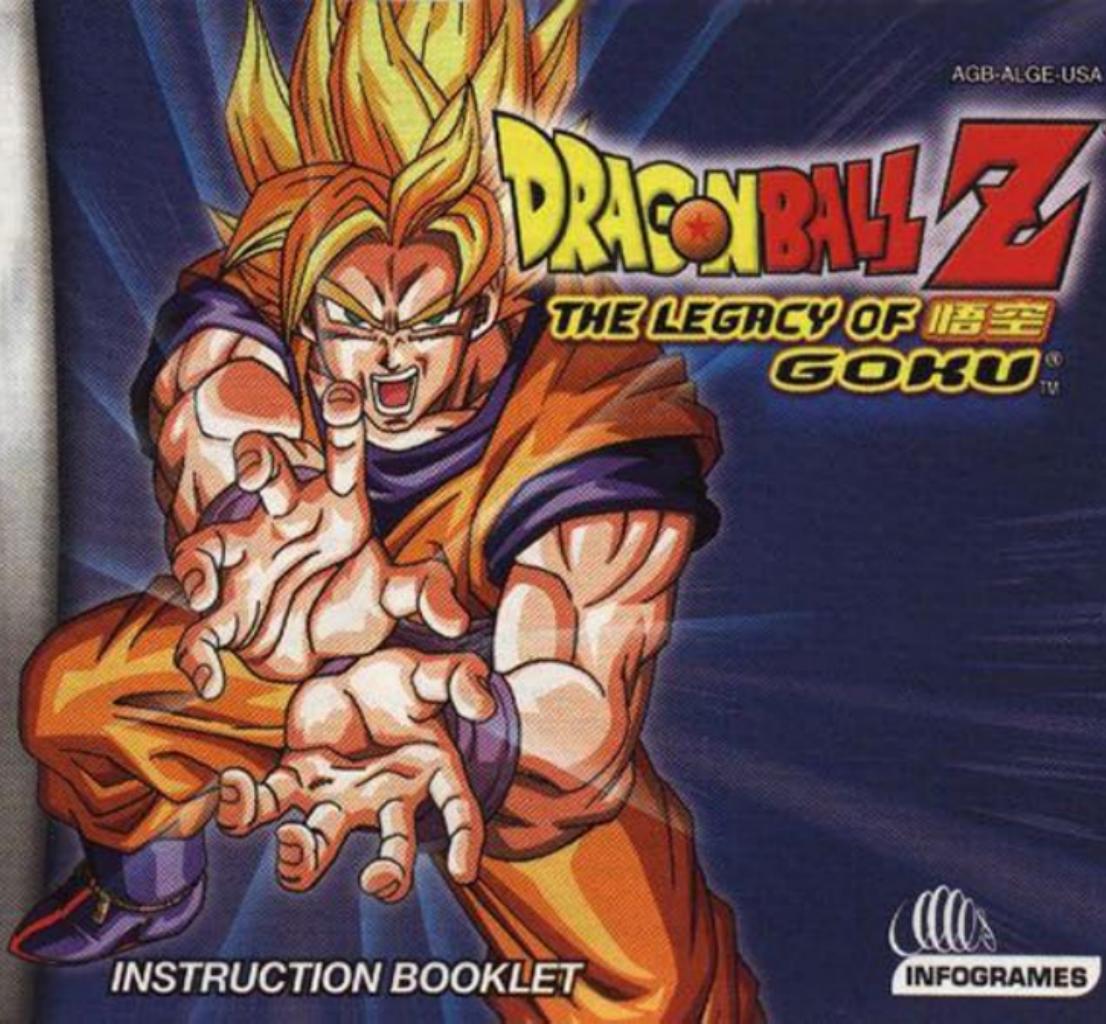


AGB-ALGE-USA



GAME BOY ADVANCE

INSTRUCTION BOOKLET



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions  
Altered vision

Eye or muscle twitching  
Involuntary movements

Loss of awareness  
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



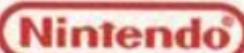
EVERYONE  
MILD VIOLENCE

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GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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# DRAGONBALL Z

## THE LEGACY OF GOHAN

### Prologue

Our story begins with our humble hero, Goku. It has been a long time since he last saw his childhood friends, and so he has decided to meet with them on Master Roshi's Island, the house of his old Martial Arts master. Accompanying Goku is his young six-year-old son, Gohan, named after his grandfather. Goku is glad to see Bulma, Krillin and even Master Roshi's long-time companion Turtle.

Unknowingly, trouble looms over Goku and his friends even as they catch up on old times. Traveling toward Earth at this very moment is a powerful Saiyan warrior with some terrifying news for Goku.

The fate of Earth and the universe rests in Goku's hands...

### Getting Started

At the main title screen (*Figure 1*), press START to play the game. Next, choose either "New Game", "Continue" or "Options" from the start menu (*Figure 2*) by using the Control Pad to move the Cursor up and down and the A BUTTON to select. The B BUTTON always returns to the previous menu. "New Game" will start a game at the beginning while "Continue" loads a saved game. The "Options" menu give sound and music volume controls and text speed adjustment.

If there are no saved games, use the Control Pad to highlight the "New Game" option and then hit the A BUTTON. The game will now begin.

Figure 1.



Figure 2.



## Game Screen Displays

Use the A BUTTON to advance the text displays at the normal speed. Continue to hit the A BUTTON until the text display is complete. The B BUTTON can be used to instantly display the entire contents of a text box all at once.

The player takes on the role of Goku during the game. The main game screen consists of a status bar at the upper left of the display (*Figure 3*). The status bar shows the amount of Ki and Health that the player has. Keep in mind that the total amount of available Ki and Health increases as the player gains more experience. When in Flight Mode, the status bar changes to the Flight Mode status bar (*Figure 4*).

Figure 3.



Figure 4.



## Controller Information

The following is a summary of the available controls:



A BUTTON  
B BUTTON  
L BUTTON  
R BUTTON  
SELECT  
START

Melee Attack (Text Mode: Scroll at Normal Speed)  
Ki Attack (Text Mode: Instant Scroll)  
Cycle Through Ki Attacks (when available)  
Enter Flight Mode (only possible if player has flight charges)  
Flight Status Display  
Bring up Menu

## Moving & Controls

Use the Control Pad to move Goku left, right, up or down.

Goku can interact with other characters and pick up objects. Line up Goku's feet with the feet of another character and hit the A BUTTON to initiate a dialog. While in Text Mode, the A BUTTON scrolls the text at the normal speed, while the B BUTTON displays an entire dialog box at once.

Goku can also pick up objects found in the environment. Goku's feet must be lined up with an object in order to pick it up. After Goku is lined up and pointing in the direction of an object, hit the A BUTTON to pick up the object.

## Flight & Flight Charges

When the player has collected some Flight Charges (*Figure 5*), Goku may enter Flight Mode. While in Flight Mode, Goku moves faster than by walking and is able to move over areas he can not walk over, such as water. In addition, Goku is immune to attacks while in Flight Mode. However, Flight Charges are a rare commodity in *The Legacy of Goku* and Flight Mode must be used wisely. After entering Flight Mode, the status bar

changes into the Flight Mode Meter, which shows two numbers that indicate Flight Charges remaining and Total Flight Charges that Goku may collect at that time. For example, the display '05/06' indicates that Goku may travel the distance that 5 Flight Charges allow him to fly, but he can only hold a total of 6 Flight Charges at a time. As the player gains more experience points, Goku will be able to hold a higher number of Total Flight Charges.

If the player runs out of Flight Charges while flying over an area that is not walkable, the player will be transported back to the take-off location. Therefore, it's important to keep a watchful eye on the Flight Charge Meter!

Figure 5.



## In-Game Menu & Status Screen

Hitting START during gameplay will bring up the In-Game Menu and Status Screen (Figure 6). The upper portion of the screen is a status area that indicates the current level the player is at, the player's total number of experience points, and the number of experience points needed to advance to the next level.

The status area on the bottom right portion of the screen show the player's current number of Hit Points (HP) and amount of Ki, as well as the total game time.

Finally, the In-Game Menu and Cursor are located on the bottom left portion of the screen.

Figure 6.



## Quests & Quest List

There are numerous quests that Goku may complete while on his journey. To see a list of completed Quests, invoke the In-Game Menu during the game by hitting START and using the Control Pad to choose the 'Quests' menu item. Hit the A BUTTON to enter the Quests Completed Screen (Figure 7). Use the B BUTTON to return to the previous In-Game Menu.

## Items & Inventory

Objects can be acquired by picking them up or receiving them from other characters. To see a list of objects in the player's inventory, choose the 'Inventory' menu item from the In-Game Menu and hit the A BUTTON. The Inventory List Screen will be displayed (Figure 8). Certain items can be used, such as Senzu beans and Herbs, which restore health. Other items can only be dropped.

Figure 7.



Figure 8.



## Combat & Attacks

Goku is able to fight using both melee (punching and kicking) and Ki (energy weapon) attacks. Melee attacks are invoked with the A BUTTON. Ki (energy) attacks are invoked with the B BUTTON. Holding down the B BUTTON will 'charge' the Ki attack. As Goku gains more experience, the Ki charges become more powerful. There are three Ki attacks available to Goku, although only the Ki Blast is available at the start of the game. Goku must acquire the other two energy attacks by progressing through the game. The three Ki attacks are:

1. Ki Blast
2. Solar Flare
3. Kamehamea Wave

As new energy attacks become available to Goku, they will be listed in the 'Attacks List Screen' which is found by selecting the Attacks menu item from the In-Game Menu. To



Figure 9.

select a specific energy weapon to be used during the game with the B BUTTON, that attack must be chosen as the current Ki attack. To select a Ki attack, hit the L BUTTON while in the game. The currently selected attack will be indicated by the icon just directly to the right of the status bar (*Figure 9*).

## Ending & Saving Games

To save a game in progress, hit START to bring up the In-Game Menu and use the Control Pad to select the 'Save' menu item. The Save Game Menu will appear (*Figure 10*). Choose a slot to save the game into and hit the A BUTTON to save the game. To end a game without saving, simply switch off power to the Game Boy Advance system.

## Game Options

By choosing 'Options' from the Start Menu or the In-Game Menu, both the text scrolling speed and the sound and music volume can be adjusted. Simply move the Cursor to the option and use the Control Pad's Left and Right directions to adjust the values.

Figure 10.



## Hints & Tips

- Conserve Flight Charges, they are valuable.
- Collect Herbs and Sensu beans to restore health in critical battles.
- Hold down the B BUTTON to charge a Ki attack to the desired strength.
- Remember, Flight Charges regenerate after a while, in case Goku appears stuck.
- Use the best Ki Attack to get the job done!

## Technical Support (United States & Canada)

### Help Via the Internet

Up-to-the-minute technical information about Infogrames, Inc. products is generally available 24 hours a day, 7 days a week via the Internet at: <HTTP://WWW.INA-SUPPORT.COM>. Through this site you'll have access to our FAQ (Frequently Asked Questions) documents, our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions if you do not find your answers within the FAQ. *Note: In the event we must send you a Hint Sheet, FAQ document etc., via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Parental Consent Forms are available at the web site listed above.*

### Help Via Telephone/Fax or Mail in the United States & Canada

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Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's TECH SUPPORT ACCESS NUMBER when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's Tech Support Access Number is **22685**. When prompted by the Automated System, enter the product's Tech Support Access Number.

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### Product Return Procedures in the United States & Canada

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13110 NE 177th Place – Suite B101, Box 180  
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*Thanks to:*

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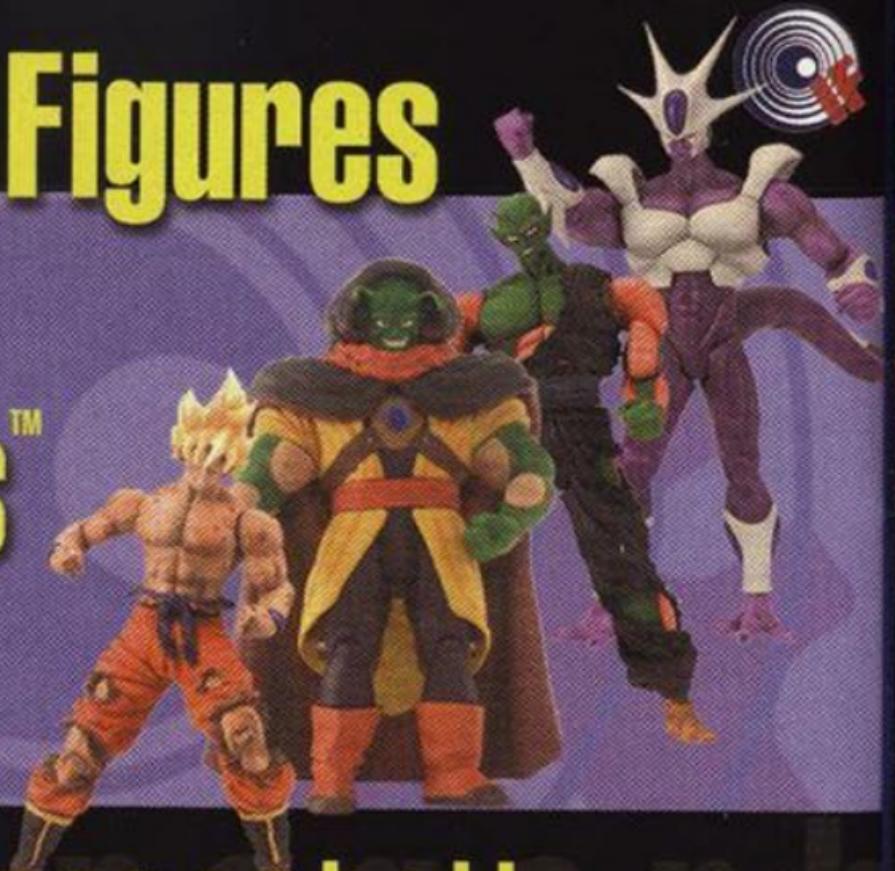
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